

### Directions to use ClassTools Samples

This program allows you to create a fun learning experience through the use of games.

You may type up the required information and paste it into the text box. You need a minimum of ten questions. If you create more, the computer will choose ten from them but as students move up levels the other points or questions are used.

**Choose the Template:** Arcade Game Generator then click Example and finally Play.

Save your questions to the Hand Out Folder. Students can then open the file, copy and paste into the text box.

Arcade Games:

**Matching Pairs:** Played like a memory game--match question and answer.

**Wordshoot:** Plays like "Space Invaders"

**Flashcards:** See the answer--think of the question, See the question--think of the answer.

**Manic Miner:** Guide Miner past dangerous obstacles.

**CannonBall Fun**--Shoot the answer by choosing the position, angle and velocity.